ATARI® 400/800™

COMPUTER PROGRAM CASSETTE

STATES AND CAPITALS

CX4112

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Use the following procedure to start your **STATES & CAPITALS Computer Program Cassette.**

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot. (Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)

2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet. (See your **Program Recorder** Owner's Manual for further details if necessary.)

3. Turn your television on.

4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**.

5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below. (See the NOTE on the last page of these instructions if you have loading problems.)

6. Insert side **1** of the **STATES & CAPITALS** Program Cassette into the **ATARI 410 Program Recorder. REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT).**

7. Type **CLOAD** on the computer keyboard and hit RETURN. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the RETURN key again on the computer console.

   You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.

8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit RETURN. You will hear another beep sound.

9. The screen display will now show an **ATARI** logo along with a **LOADING STATES & CAPITALS** message. An audio track with music will accompany this process and will provide you with some additional information.

VOLUME NOTE: During the first loading process (**Step 7**) you will hear digital, computer-type noise in the background. Although this is normal, you may have a tendency to turn the volume down on your television. If you do, be sure to turn the volume back up for the audio track that takes place during the next loading process (**Step 8.**)

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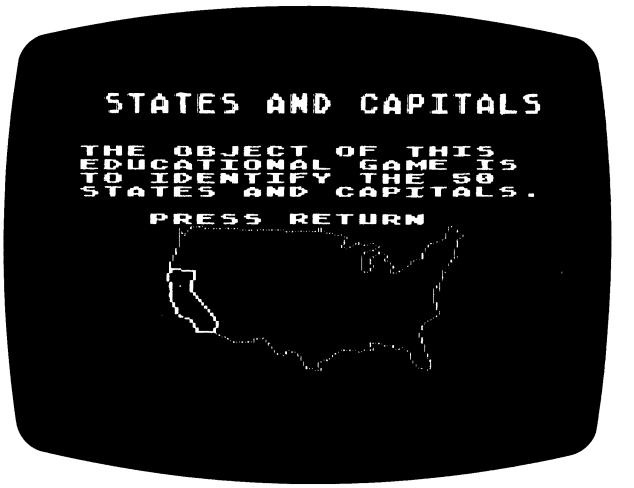
10. At the conclusion of this loading process the introductory display for the **ATARI STATES & CAPITALS** program will be shown on the screen. Toward the middle of the screen will be the question, **INSTRUCTIONS (Y/N)?** If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play.)

11. If you respond no (**N**), the computer will immediately begin loading the program into memory. After responding yes (**Y**), however, the computer will display the following sets of instructions:



STATES AND CAPITALS

A RANDOM SELECTION OF A STATE WILL BE MADE. THERE WILL BE NO DUPLICATIONS.

PRESS RETURN

STATES AND CAPITALS

THE NUMBER OF STATES AND CAPITALS CORRECT WILL BE DISPLAYED BELOW THE HEADING AFTER EACH TURN.

PRESS RETURN

STATES AND CAPITALS

THE OUTLINE OF THE STATE WILL BE PLACED IN ITS PROPER LOCATION ON THE MAP.

PRESS RETURN

STATES AND CAPITALS

THE OUTLINE OF THE STATE WILL REMAIN ON THE MAP IN A DIFFERENT COLOR TO AVOID CONFUSION.

PRESS RETURN

STATES AND CAPITALS

THE COMPUTER WILL PROMPT ENTRY OF THE NAME OF THE STATE AND CAPITAL.

PRESS RETURN

STATES AND CAPITALS

PLAY CONTINUES UNTIL ALL 50 STATES HAVE BEEN USED. YOU THEN PRESS START TO REPLAY.

PRESS RETURN

STATES AND CAPITALS

THE CORRECT NAME WILL BE DISPLAYED REGARDLESS OF YOUR ENTRY.

PRESS RETURN

STATES AND CAPITALS

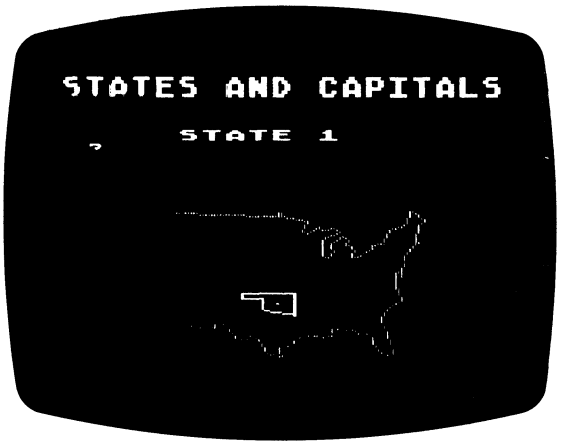
GOOD LUCK, AND HAVE FUN LEARNING YOUR STATES AND CAPITALS!

PRESS START TO LOAD

You must press RETURN each time it is called out on the screen to scroll through the instructions.

12. After the last set of instructions, press START on the console to load the program into the computer. A **LOADING STATES & CAPITALS** message will appear on the screen. Another beep sound will occur, followed by music.

13. After the program has been loaded into the computer, the following display will appear on the screen and you will be ready to start:



The outline of the first state (randomly selected) will appear on the screen in its proper geographic location. You must type in the name of the state using the computer keyboard. If you misspell a name it will be recorded as incorrect. After entering the name of the state, hit RETURN, then enter the name of its capital and hit RETURN.

If you don't know the name of a particular state or capital, and don't want to make a guess, hit RETURN. After you name (or attempt to name) each state and corresponding capital the computer automatically enters the outline of the next state.

To begin again, or to reset at any time, press START. That's almost all you need to know. The computer will keep score for you, but don't forget to spell correctly.

Here's just one tip to give you a head start. The capital of Minnesota is St. Paul (not Saint Paul).

Side 2: The previous instructions apply to side **1** of the cassette tape. Side **2** does not include introductory instructions, only the program itself. To start side **2:**

1. **REWIND** the tape to the beginning of that side, then press **STOP (STOP/EJECT)**.

2. Type **CLOAD** on the keyboard and press RETURN

3. After the "beep" sound press **PLAY** on the **Program Recorder** and hit RETURN again on the computer console.

4. When the **READY** prompt appears, type **RUN** and hit RETURN. The **ATARI** logo will appear on the screen while the program is automatically loaded into the computer. The **STATES & CAPITALS** program will subsequently appear on your television screen, at which time you're ready to start.

NOTE: If an **ATARI Disk Drive** is connected to the computer, the Disk Operating System and system software use almost 9K of available RAM (Random Access Memory). This overhead needs to be taken into account when calculating the amount of RAM required to run a program.

If you have problems loading the program, and if you have other peripherals in addition to the **Program Recorder** attached to the computer console, you should try disconnecting the other peripherals and connecting the **Program Recorder** directly into the console to isolate the problem. If loading problems persist, consult the **ATARI 410 Program Recorder** Operator's Manual.

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Continental U.S. (800) 538-8547

or write to:

Atari, Inc.
Customer Service Department
1340 Bordeaux Drive
Sunnyvale, CA 94086

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